

## ABSTRACT OF THE DISCLOSURE

A system and method for passively tracking the play of gaming devices which allows compulsive gambling to be controlled. Players provide identification information and physical recognition data is acquired. For each player an account file and a file of the image data is stored. When the player plays the device, a camera scans the player and acquires image data which is compared to stored data to identify the player. Optionally, an infrared light source enhances the image data acquired by the camera. The identified player's account file is opened and data from the device representing parameters of play, e.g. amounts wagered, is allocated to the identified player's account file. Doe image data and account files can be stored to allocate parameters for unidentified players. The acquired image data is then used to identify undesirables, such as compulsive players, and control their activity including the automatic disablement of the device.

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